Motion 101: An Introduction to Motion 5 – Course Outline – (3-Day)

Day 1

Getting Around in Motion

- Following a New Paradigm
- Opening Motion
- Importing Video
- Setting a Play Range
- Transforming and Duplicating a Clip
- Adding Effects
- Hiding and Showing the Project Pane
- Stylizing with Filters
- Framing with a Mask
- Compositing with a Blend Mode
- Adding Text
- Animating with Text
- Using Library Content
- Arranging Layers
- Using Function Keys
- Outputting Projects

Building a Composite

- Setting Up a Project
- Creating a Background
- Using the Inspector
- Using Photoshop Files,
- Compositing with Blend Modes and Filters
- Editing in Motion
- Making Overwrite Edits
- Managing Timeline Tracks
- Applying Masks
- Using Clones and Importing Motion Projects

Creating Animation with Behaviors

- Adding Basic Motion Behaviors
- Stacking Behaviors
- Using Basic Motion Behaviors in 3D, Using
- Simulation Behaviors
- Applying Parameter Behaviors
- Cloning a Group and Combining Behaviors
- Adding a Light
- Animating with Keyframes
- Recording Keyframes
- Changing Keyframes Interpolation
- Setting Keyframes Manually Using
- Keyframes on Multiple Parameters

- Working with Multiple Keyframe Curves and Animating Crop
- with Keyframes

Creating Content with Generators, Shapes and Paint Strokes

- Drawing Shapes
- Creating a Background with a Generator
- Searching for Content
- Modifying Animated Content
- Masking with Images
- Importing Vector Graphics
- Working with Paint Strokes
- Using Shape Behaviors and Using the Bezier Tool

Day 2

Creating Text Effects

- Creating, Formatting and Styling Text Layers
- Saving and Applying Text Style Presets
- Duplicating, editing and Aligning Text Layers
- Applying Text Behaviors
- Using the Glyph Tool
- Saving a Text Animation Favorite and Adding Motion Blur

Working with Particle Emitters and Replicators

- Using Emitters to Make Particle Systems
- Adjusting Emitter and Cell Controls in the Inspector
- Adding Cells
- Using Emitters from the Library
- Replicating Elements and Modifying Replicator
- Presets

Using Audio

- Importing Audio
- Setting Markers and Keyframes in the Audio Editor
- Working with Audio and Video
- Editing to the Beat and Animating with Audio

Speed Changes and Optical Flow

- Creating Constant Speed Changes, Using Frame Blending and Optical Flow, Creating Speed
- Ramps with Keyframes
- Creating Speed Effects with Retiming Behaviors
- Using Time Filters

Stabilizing, Tracking and Keying

- Tracking and Stabilizing a Shot
- Keying Greenscreen Footage
- Creating Garbage Masks
- Correcting Color for Seamless Compositing

Day 3

Publishing Smart Templates for Final Cut Pro X

- Setting up the Final Cut Pro Project
- Working with Effects Presets
- Modifying Effects Presets
- Creating Smart Motion Templates
- Completing the Animation,
- Using Build In and Build Out Markers
- Publishing Parameters

Rigging and Publishing Widgets

- Rigging a Checkbox Widget
- Modifying, Testing and Publishing a Widget
- Deconstructing a Transition Project
- Rigging a Pop-up Widget
- Using the Link Parameter Behavior
- Creating a Final Cut Effect
- Rigging the Slider Widget
- Publishing Widgets and Parameters

Building a 3D Scene

- Making 3D Transformations in the Canvas
- Converting 2D Groups to 3D
- Adding and Working with Cameras
- Arranging and Modifying Groups and Layers in 3D Space
- Mixing 2D and 3D Groups

Animating Cameras and Using Advanced 3D Features

- Animating a Camera with Behaviors
- Using Advanced 3D Features
- Working with Depth of Field
- Turning on Reflections
- Using Lights and Shadows
- Exporting Advanced 3D Features

Certification Exam

Students take an end user exam to earn Apple Certified Pro, Motion 5 Level One status.